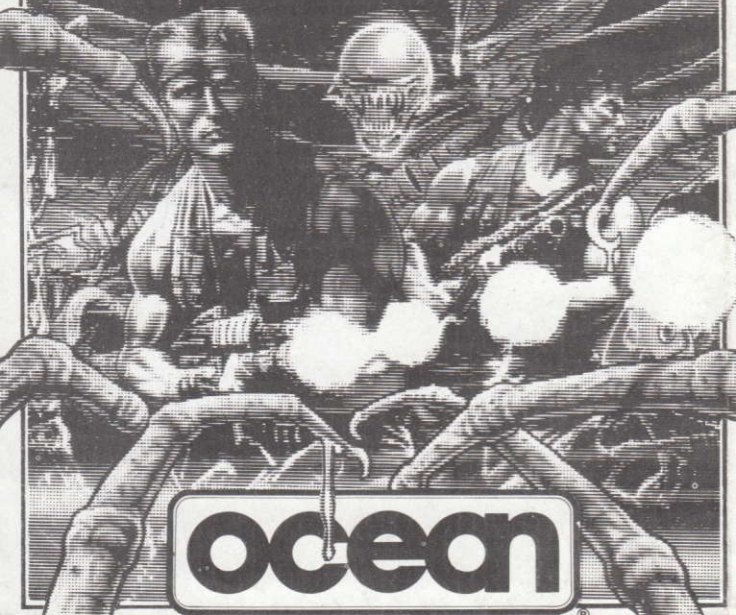


AMSTRAD CPC 464 · 664 · 6128

GRAY ZOR

 **KONAMI**



ocean

GRYZOR

COIN-OP ACTION FROM KONAMI

The Durrs from the Planet Suna have infiltrated Earth's defensive forces, have set up a stronghold in an uncharted region on our planet and have assembled an atmosphere processing plant (APP) which gives them the facility to control the planet's weather conditions. Their plan is to bring about another ice age and thereby take over Earth and all its resources. You are Lance Gryzor, a member of the Federation for Earth's Defences (FED). Having discovered the evil intention of the Durrs, you must infiltrate the stronghold; make your way through the fortification, past the androids and into the heart of the complex to destroy the APP. You will encounter many dangers and numerous weapons systems together with deadly tunnels and awkward mazes. As you get closer to the heart of the complex, you will find that the APP has already started its dastardly work you will encounter a labyrinth of pipes and ducts, only then you realise the danger has just begun. For the aliens incarnate will reveal themselves and you will be pitted against the most deadly foe ever known to man!

There is only one man who could ever hope to accomplish this mission his name... Lance Gryzor!

LOADING

CPC 464

Place the rewound cassette in the cassette deck type RUN" and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk drive attached then type | TAPE then press ENTER key. Then type RUN" and press ENTER key.
(The | symbol is obtained by holding shift and pressing the @ key).

CPC 664 and 6128

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type | Tape then press ENTER key. Then type RUN" and press ENTER key follow the instructions as they appear on screen.

DISK

Insert the program disk into the drive with the A side facing upwards. Type | DISC and press ENTER to make sure the machine can access the disk drive. Now type RUN" DISC and press ENTER the game will now load automatically.

NOTE

On a 464 or 664 computer, the program loads each new section off tape/disk. On a 6128 or 464/664 with memory expansion the program loads all of the sections in at once.

COMBAT SCHOOL DEMO

Following Gryzor on side B of the tape there is a short playable demonstration of the Konami coin-op hit Combat School. To load, follow the loading instructions as normal—the demonstration can be played with joystick only.

CONTROLS

The game can be controlled from either the keyboard, joystick 1 or joystick 2. Keyboard controls are not redefinable. If the keyboard is used then the following keys correspond to the joystick movements –

Q	– UP
A	– DOWN
O	– LEFT
P	– RIGHT
SPC	– FIRE

The following keys are also used:-

ESC during play will pause the game

ESC again to abort, any movement to continue

ESC on the title screen selects between music and sound effects

1 on the title screen selects a one player game

2 on the title screen selects a two player game

N.B. Music is only available on 128k machines.

In a two player game the players alternate and each can use any of the three controls available.

To get all of the arcade manoeuvrability onto a single joystick the following control system has been adopted –

UP	– jump up
DOWN	– jump down
LEFT	– move left
RIGHT	– move right
FIRE + UP	– stand still and fire up
FIRE + DOWN	– duck and fire
FIRE + LEFT	– move left and fire
FIRE + RIGHT	– move right and fire

Note that some of the manoeuvres above are not available in certain scenes, this is intentional and follows what is allowed by the arcade game.

STATUS and SCORING

A small status area is located at the bottom of the screen. This gives information on player, lives left and score in the following fashion – “1P 3 000000”. If you manage to acquire the ‘barrier’ extra weapon then the score will be replaced by a countdown timer giving the time left until the barrier expires.

On tunnel scenes a countdown clock will appear to the left of the normal status display indicating how much time is left to complete that scene before ‘timing-out’ and losing a life.

One extra life is awarded at the completion of each scene.

Points are awarded for destroying the enemies that you encounter during your mission.

The value of each is determined by the danger that they pose to you, for example an enemy soldier is worth just 200 points whereas the emplacements at the end of each scene are worth up to 10,000 points. A score of approximately 20,000 points can be gained by completing a scene.

No extra lives are awarded on a points basis.

GAMEPLAY

The game is made up of three sections. In the first two sections you have to destroy the two outposts that the enemy have built. In the last section you have to destroy the enemy atmosphere processor and mother-ship. Each section will be automatically loaded into the computer from tape/disc when you complete its predecessor.

The first section comprises of three scenes. In the first you must fight your way along a scrolling landscape to the enemy base and blow a hole in the wall to gain entrance. In the second scene you must follow your map through heavily defended tunnels to the control room. In the third scene you must destroy the control room itself.

The second section is laid out in a similar way to the first as you endeavour to destroy the second, stronger, enemy outpost.

The third section comprises of two scenes. In the first you must fight your way through the atmosphere processing plant to reach the enemy mother-ship. In the second you must fight your way to the heart of the ship and destroy it.

On your way you will encounter weapons stores/carriers, when these are shot they release a 'weapon's eagle'. Running over this will give you the weapon contained within. The four extra weapons available above your standard machine gun are -

1. rapid fire machine gun
2. scatter gun (fires in three directions)
3. laser gun
4. barrier (makes you invulnerable for a short time).

HINTS AND TIPS

- ★ Learn where to pick up better weaponry.
- ★ Certain characters in the tunnel may yield weapons if shot.
- ★ If it flashes, shoot it. If it doesn't, shoot it anyway!
- ★ Ignore enemies that do not pose a threat.
- ★ When found with a problem pause and look again.

GRYZOR

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MR. YATES, OCEAN SOFTWARE LIMITED, 6 CENTRAL STREET, MANCHESTER M2 5NS.
Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

CREDITS

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Graphics by Mark K. Jones
Music by David Whittaker
Produced by D.C. Ward
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